

Dear future Team:Productiehuis (AV, Radio, etc)

This document describes the preparation, results and lessons learned by Team:Productiehuis before, during and after SHA2017. Productiehuis was responsible for stages, audio, lighting, video recording, streaming and archiving the proceedings in the main stage tents and also everything to do with the FM radio studio.

Note that we won't mention the specific suppliers we chose for the event. The list of possible suppliers we checked is in the attached wiki page. If necessary we can answer questions in private.

Preparation

Team:Productiehuis

SHA2017 was the 2017 edition of the 4-yearly Dutch hacker camps (see

https://en.wikipedia.org/wiki/Observe._Hack._Make. and

https://nl.wikipedia.org/wiki/Still_Hacking_Anyway . SHA2017 was the first event where multiple teams were brought together in one big team. At OHM2013 the tasks of Team:Productiehuis were handled by 4 separate teams (Radio, Avid, Stage and VOC(?)), which the main organising team of SHA2017 thought was suboptimal, because apart from Radio all the other teams needed to work closely together. Also, there were issues within the teams where people were overworked for OHM2013, so within a larger team already working together it would be easier to prevent this from happening.

The first steps towards a joint team started in January 2016, so more than 1.5 years ahead of the actual date. One of the first things we did was outlining our areas of responsibility:

- Stage:
 - stage lights
 - projectors
 - video (equipment and streams)
 - audio stage
 - desks on stage
 - recordings
- Radio:
 - equipment radio station
 - radio license
 - recordings
- Streaming:
 - Content Delivery Network
 - recordings

We also defined what we *didn't* think we should do:

- Stage
 - the stage itself (the physical thing)
 - stage decoration (plants, etc.)
 - herald organisation
- Radio
 - radio content

In fact, if you read along, there are some things that we did do in the end, but you have to start somewhere.

Recording, Streaming and archiving

Since there are hardly any recordings left of OHM2013 (for various reasons we won't go into here) we made that our primary goal. See for the largest OHM2013 repository this playlist

https://www.youtube.com/watch?v=_-k19qToNHs&list=PLwP_SiAcdui1siQq9NURBNnj8hM9EjtR3

Somewhere in April 2016 we got in touch with C3VOC, the group that records and streams large and small CCC events (Congress, Camp, Easterhegg, GPN, etc) but also some other events like EMF. We went through *a lot* of various scenarios on working with C3VOC, in the end we just used *all* of their equipment for recording and streaming SHA2017.

Starting with the SHA2017 orga meeting of May 2016 we recorded and streamed the bi-monthly orgs meetings via Youtube using one of Cooper's rigs. After Easterhegg 2017 we had access to one of the C3VOC "room" cases which contains everything to record and stream to the media.ccc.de CDN. We recorded two orga meetings using two systems (Cooper, C3VOC) and then did a couple just on the C3VOC hardware and platform so the core Team:Productiehuis could familiarise ourselves with it before SHA2017 and in relative calm waters. This was a great help to get all team members on board with using C3VOC.

The resulting recorded talks and other files can be viewed at

https://www.youtube.com/channel/UCHmPMdU0O9P_W6I1hNyvBIQ and

<https://media.ccc.de/c/SHA2017>

Budget, scale, timeline and rental

It took a long time to get a firm plan from Projectleiding and Team:Content on how big SHA2017 (and therefore the main stage tents) would be and how many stages there were going to be. We were more or less asked to submit a budget before these parameters were firmly established. It was however known quite early that the maximum amount of visitors was going to be 6000 (ish). This is perhaps something that will always be difficult and even impossible to know a year in advance, but it also added unnecessary stress on both sides. Our team had to write a budget, in the end for an event 2 times the size of SHA2017, which was based on assumptions everywhere and scaring Projectleiding with a very large budget.

Our budget started with three tent sizes (100, 400 and 1000 persons capacity) see

https://orga.sha2017.org/index.php/Productiehuis:Multiple_stage_templates or one of the attachments to this document for details. This document was written starting at the presenter and working towards an audience in the tent and video recording/streaming. We start with the things that every tent needs regardless of size (microphone(s) for presenter, lighting controls, audio mixer, etc) and then scale where necessary (loudspeakers, lights, projectors). Then we looked up day prices at various AV rental places, averaged these and then put them in a big spreadsheet.

Despite what we initially decided, we also took responsibility of renting the stages for the main tents. Firstly because we already had the contacts at the relevant parties, but also because we were the only team heavily dependent on them.

Finding rental houses was not very difficult. We asked in our social circles, some team members had direct experience and we also asked some suppliers from previous events. We also used Google.

We started planning for 6 stages, with the three main stages being recorded with 2 cameras and needing to find a solution for recording the three other stages, because C3VOC only had 6 flight cases (containing everything to record and stream one room with one camera, without audio and projection). After various rounds of removing stages, adding stages, borrowing more recording cameras, room setups etc , we ended up with the three main stages and Explody, having to use the extra camera one of the C3VOC team members brought. This had to be arranged *very* late in the process, because it was unclear to us what stages we *had* to record, which were impractical .

Choosing the AV rental house, aka quoting process

In the end we had a list of 15 suppliers of which 5 were selected to have their offers compared to each other. We created a large spreadsheet that had all offers normalised into a number of categories and line items. This process started at the end of January 2017 and the final decision was taken mid-May 2017, so receiving all the quotes, ask questions and chase them (and team members handling the various suppliers) and *finally* taking the decision of which supplier to use took almost 5 months.

In the end it came down to:

1. cost (the cheapest offer won)
2. technical excellence (ooh, shiny LED walls)
3. nerds and their awkwardness

Attached is also an empty version of the spreadsheet so you can get an idea on how we categorised everything and what various suppliers offered. All Euro amounts and supplier names have been removed. We saved the questions we received from the suppliers on the wiki, so other team members didn't have to think of an answer again when another potential supplier asked the same question.

After we chose the supplier, a request came from various sources (Family Village, Team:Content/Projectleiding and some villages) to provide them with additional, small audio+projection sets.

If we had know about this, we could probably have arranged something cheaper and some proper beamers and/or more LCD TVs where appropriate.

Extra AV sets for small tents

A few weeks before the event, we received requests for additional AV equipment in a number of small tents. Our chosen AV supplier was able to supply them at short notice. If we had known this might be a possibility we could perhaps have been able to get them at a lower price.

SHA2017

Buildup

All stage tents were up on day-6 and the stages were in on day-5. When a few team members inspected the two main stage tents we discovered that they were leaking all over the place, with in one tent a big leak above the stage. Later when the FOH mixing desk was installed, we found it was directly below another leak. Fortunately we were forced, due to fire lane placement, to move the desk again so it wasn't in danger. This is not acceptable. Make sure that one of the requirements for the next event are tents that are waterproof, and certainly not leak upon the equipment.

Due to the shape of the tents (circus tent shape) it was impossible to fit the requested (6mm pitch) LED wall (Full HD, 1920x1080) in the tents, so it was decided to fit the largest screen possible and have a scaler scale the 1080p signal down to whatever would fit. The initial resolution that we ended up with was unusable, in Re, it was even smaller than SD and in No and Pa it was almost usable, but the CLI fonts looked horrible at any font and/or size, except Tahoma. This was because the 16:9 input aspect ratio was scaled to something like 16:8 or something. These problems were resolved on day-0 by changing Re into a 720p-ish 4mm pitch LED screen and another row of elements on top of the screens in No and Pa.

Due to the fact that all three tents didn't allow for mechanised assistance to add another row of LED elements on top of the existing screen, this had to be done by hand in the two big tents. This was sketchy and is not to be repeated. The third tent had an, as mentioned, complete replacement of the screen.

The audio and lighting went up without any real problems.

We hadn't assigned one teamed (or member) as primary contact for incoming suppliers or deliveries which resulted in us missing calls from the main logistical entrance. Assign someone to monitor the radio when expecting suppliers or deliveries. Also appoint someone as first contact for Team:Buildup who is listening to the radio and answering all queries. We didn't (know) and it got us into a little trouble on our first big day of receiving AV stuff.

During the event

It turns out that the pitch of the LED screens and the sensor in the cameras result in *horrible* moire patterns (see the attached presentation for an example). We resolved this by locking the cameras in before the start of a presentation and not do any panning or zooming during the presentation. This also lessend the amount of angels we ended in half, so we were not having to take drastic measures because of lack of angels. We were barely able to record the three main tents (No, Pa, Re) and most of the talks in Explody.

The lighting setup on the stages didn't fully cover every corner, so in No we taped some lines on the stage which resulted in most of the presenters staying lit most of the time. Unfortunately we forgot to do this in the other two tents. Somewhere along the line our requirement of properly white balanced lighting for video was lost. This results in a slight yellow tinted skin of presenters in some videos.

Teardown

Teardown was planned *during* the event, so we assigned one team lead to work with Team:Buildup, AV supplier and the rest of the team to make teardown work. Tear down of the Re tent (AV) was started immediately after the last talk, the No and Pa tents were started after the closing talk. The C3VOC gear was collected immediately as well and moved to the AV tent to be checked, verified and crated up. Once that was done and all the AV hardware was removed from the tents our tear down was basically done.

Lessons learned

Bix

- * In general about the team: Loved working on the whole thing, loved working with C3VOC
- * Really nice to have more than 1 team lead, so other people can take over. Make sure you have communication between leads setup **before** needing to take over
- * Too early (for the affordable technology) to use LED walls, resolution was too low for our use. 1080p didn't physically fit in tent and better resolution was too expensive. Really nice scalers though.
- * No leaking tents, make sure shape and size of tent are known early (6 months!) and fit needs for AV (whether projection or LED)
- * When choosing to use a technology that's new for everyone (team, rental house) make sure you test beforehand a few edge cases and overall quality and rent directly instead of through intermediary
- * Interference between LED screen and camera showed moire in video -> almost killed the whole recording/streaming process
- * Put lines on **all** stages where presenters shouldn't move beyond, not just one
- * Make sure we tell video angels even better what to do.

Don't leave the mix on one source for the first x minutes (some are more than 5) on one shot because "youtube will then pick a thumbnail with logo from it". Youtube doesn't, that can be changed, if we even want to, later and it is just plain ugly and boring as a result

- * More artful "talks" are sometimes difficult to separate from failed recordings. How to signal that and take the correct decision when cutting?
- * Team leads should be able to present a talk, but participating in other activities is very, very hard. There's so much going on, it is almost impossible. Once everything is up and running it is possible to do cool stuff within team, but outside is hard
- * When asking before the event whether we should make more noise about needing a *lot* of angels, people said we shouldn't spam. The end result was that from the start we had too few angels and only because of problems with the LED wall interference and choosing to have stationary cameras we were able to (almost) keep up. This is not CCC, people don't sign up for angel shifts automatically. This needs a lot of marketing for Dutch events, until we are all sick and tired of it. Would love to have the problem of too many angels available...
- * Looking for an AV rental supplier with a list of requirements and (mostly) not also providing the size of our fixed budget and then negotiating this towards fitting said requirements to the budget was a challenge. Next time, it might be an idea to decide beforehand how much of the available budget should be spent on AV rental and how much should be used for other costs. In the end we spent about 90% of the budget on AV rental and had some wiggle room left. Offers from the various suppliers were comparable enough to make an informed choice.
- * Having all the offers from various AV suppliers normalised into one big spreadsheet so that costs could be compared (at least for as far as the costs were specified per item / category) was very helpful. It took a lot of hours of tedious copy/pasting, but it was worth the effort. This way team members who weren't intimately familiar with the relevant offers could discuss them with an informed opinion.
- * Make sure the tents are not leaking on the equipment.
- * Make sure the tents can accommodate the size of screen (whether projection or LED, height and width) before the event *and* that it can be built up easily. When mechanised equipment is necessary, make sure the tent can accommodate. Improvising without the equipment is not to be recommended. Trusses and winches might not be sufficient for various reasons...
- * Perhaps learn from NOC (within reason) on what needs to be

inside the tent. Ours was very sparse.

Vision

- * Prepare in advance by constructing templates for room configurations.
- * Decoration (and lights) in the SHAVOC/Radio tent are also important.
- * The tables and chairs need sufficient prepping too.
- * Claim radios earlier, we had a large, spread out team with just one radio during teardown. Which was almost as useful as having none
- * The SDI cable between No and Pa for simulcast worked like a charm
- * Having the three mixing desks in the radio studio and tents No and Pa connected was overkill, we didn't use it much in the end.
- * Need to have a meeting with Team:Content one month before the event to align their expectations and our capabilities

Psychic

Radio on hackercamps have been a combination ever since the beginning of camps. Being a low entry medium to have anyone speak out their opinions, have debates or just to have a good time it's a perfect blend of seriousness and fun. I've been involved with radio since 2005 (W!T!H!) with some slight influences , but things really kicked off in 2009. Using a branch of names in 2009(HARFM), 2010(BinaryVoice), 2011(BinaryVoice), 2013(OHMroep) and 2017(BinaryVoice). On our last main event OHM2013 we've also got hit by the many problems in orga and some of the pillars we had were occupied for incident management. This made a huge drop in our content schedule and we've been playing non stop / autoplay music for 70% of the event. Such a waste. HAR2009 and OHM2013 has made us learn a few hard lessons and it became apparent SHA2017 had to be done differently. Getting more people on board, more direct focus and integration with the AV team were key.

Moving on to SHA2017. At first radio started out as a seperate team within SHA2017, however we quickly realised this should be part of the productiehuis team. This would/should have provided more consistency, helped out with budget and sanity etc. We would start out with 2 teamleads, myself and Bix. Myself would focus on the technical assets, while Bix would focus on managing content. However, due to the other AV workload for Bix he had to drop out of the radio project. This was a huge loss as focus on content was a primary concern learned from OHM2013. This meant I was alone in the entire process without the skills that are a requirement to make this project work.

Due to a request from a key host we wanted to setup a big studio and a small studio on a boat. Initially a tent the size of OHM was requested, however denied by orga due to budget restraints and based on the previous

experience on OHM. I can't blame them as OHM was messed up and we had to step it up. However for a proper studio a decent size was needed to fit 16+ people. We've settled on 5x10m2 solution for the studio (2x 5x5 square tents) and shared the 5x10m2 tent with speakerdesk to allow 2 editors to work on content. I've designed a studio tent and speakerdesk tent to allow for all parties to have a good working environment. (Hey it even got a fridge and sofa > orga denied)

The basic design was approved by orga, but ran into discussions with teamlead of speakerdesk on site. I was in strong belief camps are about sharing, guess my thoughts were partially wrong. We managed to get this sorted and fortunately were able to get 2 tables with a chair for editors. However due to the lack of angels and a lead on this area these were never used.

The studio on the boat never happened, due to technical constraints, but mainly due human unavailability. I can't really blame the persons involved for this as we should have seen this coming. Note to self, don't go for multiple studios. It makes things unnecessary complicated and time consuming. Focus on a single decent studio with the ability to do field recordings if people want to record content somewhere else.

I personally stated no (tech) angel should have to do a shift over 2 hours and a max of 4 hours per day. This would keep angels fresh during the event, a hard lesson learned from HAR2009 where an angel doing a 6 hour shift in a row was not uncommon. To get angels involved we've put the angel shifts on the wiki. However, once again this is human resource stuff, not tech stuff, thus fail. Before start of the events it became apparent we would be seriously short on tech angels.

We were down to 2 techs that could do shows if the hosts couldn't handle the gear and unfortunately, this is the majority of the shows. To maintain sanity of the 2 techs (myself and Xopr) I decided to keep a sanity gap from 02:00 to 16:00 without tech being available. This proved to be key!

That being said, BinaryVoice did fill up slots from 16:00-04:00 every day (+11:00-12:00) ranging from talkshows, open discussions, music from all genres and the works. We could have filled more slots, if not for the serious lack of angels and (leads from) content. Thanks to all the hosts and especially Chris from TekTok, who was a first time daily host with an amazing effort to create one of the best shows of the day.

The buildup took longer than expected, not only was a lot of furniture missing on day of arrival, but the sheer size of the setup also had some implications as I was kinda forced to do the entire setup alone. For future events, either allow for more time or have skilled people available.

With the rental company we decided on the idea to have the 2 mixers in No en Pa directly connected to the mixing desk in the studio. This way we could get the audio feed from the tracks directly to the radio as we intended to listen in/comment on the talks. Although a very nice setup we we're faced with "overdesign" issues. Because all digital mixers were hooked up in a single network, they became dependant on each other to work properly. (Clock stuff) We decided on breaking this network and have all mixers run independent, which was a smart move. Only the intro and outro track would be linked up to have a direct audio feed. This meant every single channel would arrive at the mixing desk in the radio studio and could be regulated independent of the mixer in the track tent. However this is needlessly complicated and having a single feed from the stream really sufficed here as we don't care for audio delay. This setup is not suggested in the future, KISS is the word.

Camps are a tough cookie, days are long and if people around are not capable or have no feeling to this regarding the basics it can really drain energy fast. People I was hoping could manage themselves and looking out for me fell short and I had to spend physical and mental energy from helping this along as well pre-, during and post event. Yes, this goes out to you my fellow village participants. After 3/4 days I got burned out and I want to thank Eagle007 for stepping up when I was definitely feeling the long days I've been putting into the event.

Transportation also was a discussion on it's own. As this is once again human resources, which I'm terrible at arranging, near last minutes this had to be arranged. It would be a much less stressful thing as this was handled by someone else (see below) It worked out in the end though and all was moved from and to location without a hitch.

Due to a change in teardown plans during the event we almost had to stop a day early. After a fierce discussion with tear down planning, this was reverted and we could continue as scheduled. Teardown went quite fast and smooth.

There was almost no deco in or around the radio tent. A few white fluorescent tubes were arranged last minute on site to even have light in the evening. The antenna was illuminated, but that's about all people were actually aware of the radio tent being there. We didn't even have a sign and had to put the name and frequency up with tape and even then people were mistaken us for speakerdesk. Not a technical aspect so total fail on this department. We really need marketing and deco to be a part of the event and I will state this below as well.

Speaking of the tents, they weren't the best in the world as we had to patch up the inside which had leaky seams and leaky roof where rain was dripping inside. Fortunately nothing was affected by this as it didn't drop onto the audio gear, but it was really really close. For future reference, don't use this rental company again if they cant guarantee leakproof tents. (Orga knows the name, no need to discredit them here) The rails on the tents were ok as they were curtain styled, so no noise metal rings when windy. Although the noise from the rain was unbearable at moments, however this is not really something that can be fixed easily in any tent. DealWithIt.

On the technical side we ran into some issues as well. I've made it a personal project to get all studio systems working on audio with Linux. Will.never.do.this.again. , Linux and audio don't go along. Period. Weeks and weeks of work went into fine tuning the proces and on the camp itself failed on the first day. The recording daemon had no recordings of half of the first day.

All recordings were done in two inputs. A main input that would be a copy of the audio to the stream and a podcast version. The podcast version lacked all audio for reusable purpose. However I was unaware this was setup pre-fade and everything on and off air was recorded. Not really a big deal as this was only send out to the hosts who requested their show, but still sloppy. Don't do that.

The streaming was done by C3VOC handing out a mountpoint for the stream. I can't remember what program I used for the streaming part, but things went weird here. Some players were unable to even listen to the stream or just kept buffering. I'm pretty sure there was a mixup in the fact I was sending OGG and the stream

was expecting MP3 or vice versa. Anyway some weird stuff happened and we were all too wasted to figure this out. C3VOC "fixed" this by re-encoding the input, but somehow this has a bad impact on quality. For next time, communicate with the streamteam/C3VOC about the format they want.

The payout machine (xubuntu studio) crashed and froze more than it actually worked. We changed this machine to windows on the event and all went a lot better. I had initially created this cool two-way live audio streaming setup based on (yes you guessed it) linux. This was requested by one of the hosts that wanted to have a secondary studio on a boat. Although the technical setup was prepared, this was never used and more work was totally wasted.

The FM parts was handled by Petzl and friends. They did a really good job with the antenna, transmitter and processing. Especially the processing made things sound damn professional. (Hey it's breakaway , let's remember that), For the streaming part we didn't have this ability and we felt this would undermine our awesomeness. So we decided spending quite some budget on a professional processing (optimod tv), which sounded amazing. However, lessons learned, this can be done with software as well spending less for what we paid for rent now.

As no-one was leading the stuff besides the technical aspect there were serious downfalls in the project. For future radio projects I would really advise a dedicated person within team content. Seek out and fill up the schedule for the radio, getting angels, getting the word out there, making a consistent format etc. All things based on "human" aspects/resources. With this person, editors become a fact which can do news items, (field) reports, interviews etc. This editorial/content teamlead is vital if we want to do another radio project as orga stated they were unsatisfied with this (and so was I).

I would also recommend asigh.... "manager" that is able to oversee the other things beyond the technical and content aspect. One person that can integrate with other teams such as NOC,POC,Deco,Transport,Teardown etc. Vision partially filled up this role during the event and it was a major blessing and also an eye opener this person is highly needed. I don't feel this is a dedicated role and can be combined with similar tasks without a team as productiehuis.

Regarding portos : Three are needed during the entire event. period. One for each key member of the team (tech, content/editorial, manager). We had to share portos or hand them over to other teams, having a hard time communicating within the team or to other teams. DECT coverage was good, but this is not reliable enough to satisfy the requirements. We've ended up using GSM quite a lot, which is both costly and the coverage on the terrain was flaky.

Looking back in the event, it was OK. Certainly a lot better than OHM2013, but still loads of room for improvement. The main gripes are resources for both teamleads and angels. Once this is covered we're good to go for another round.

I really wish an upcoming event will have radio again and with the lessons learned as stated above I feel it is still an amazing asset to any hackercamp. I feel it's a pure form of expression and creativity we so desperately need in this day and age of a more and more restricting society. Besides, I don't want let down all the people involved in this project ranging from hosts, techs and my team.

Team:Productiehuis

From SHA2017

Revision as of 11:19, 28 June 2017 by Dave o (talk | contribs)

(diff) ← Older revision | Latest revision (diff) | Newer revision → (diff)

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About

Productiehuis is the team that makes speakers on stage heard and seen in the tent and online. The team consist of the following teams from previous events:

- avid
- voc
- broadcast
- stage


















Productiehuis	
1st line contacts:	Vision, Dave_o, Bix
Does:	Stage: <ul style="list-style-type: none">■ stage lights■ projectors■ video (equipment and streams)■ audio stage■ desks on stage■ recordings Radio: <ul style="list-style-type: none">■ equipment radio station■ radio license■ recordings Streaming: <ul style="list-style-type: none">■ Content Delivery Network■ recordings
Does not:	Stage: <ul style="list-style-type: none">■ the stage itself (the physical thing)■ stage decoration (plants, etc.)■ herald organization (as per week 12 orga meet) Radio: <ul style="list-style-type: none">■ radio content
Is an exclusive team:	Yes
Contact:	orga-av@lists.sha2017.org (mailto:orga-av@lists.sha2017.org)
IRC:	#sha2017-productiehuis (irc://irc.freenode.net/sha2017-productiehuis)
Deadlines:	<ul style="list-style-type: none">■ 2016/10/01 - size and dimensions of the event must be clear. 2017/02/01 - point of no return (order list finalized)
Needed resources:	
Comment:	Made up of voc, a/v, stage, and other teams
Vacancies:	0
Current team size / amount of ppl:	0
Contact at	User:Stitch

projectleiding:	
Backup Contact at projectleiding:	User.Atilla
Managed Vacancies:	Wanted: Radio producer You can add for your team on a page by adding: {{TeamVacancies Productiehuis}}



team:avid during OHM2013

Team members

-  Andi
-  Bigred
-  Bix
-  Cooper
-  Cyberfox
-  Dave_o
-  derpeter
-  Evo--
-  Felixs
-  geekabit
-  Mack
-  meise
-  Raven
-  PsychiC
-  xopr
-  Vision
-  Zuntrax

Relations to other teams

Moved to Team:Productiehuis/Relations to other teams

What goes where

Team:Productiehuis/WhatGoesWhere

Todo

There is a wiki page with a todo list.

Stage templates

Productiehuis:Multiple stage templates

Productiehuis:Radio studio template

Tent dimensions

Tracktent 1&2:

- Floor: 32*40m
- Side height: 2,40m
- Top height: 7m

Tracktent 3:

- Floor: 38*20m
- Side height: 2,40m
- Top height: 7m

Actions

2016-04-22	2016-04-27	Productiehuis	Decision required	Request for decision on the Deadlines (as displayed on the wiki)
2016-04-23	2016-10-01	Orga	Open	Event dimensions must be clear.
2016-04-24	2016-10-01	Productiehuis	Open	Design stage templates to prepare without knowing the event dimensions.
2016-04-24	2016-10-01	Productiehuis	Open	Match c3voc inventory with templates and create a gap-analyses/diff-list.

Legend:

- Begin date: when did you put the action item here?
- End date: When do you expect this action item to be finished?
 - Background Red: when date is overshoot and Status is Open or Decision required
 - Background Green: When date is in the future and Status is Open or Decision required
 - Background Light Blue: When date is in the past and Status is Closed (thus finished)
- Status:
 - Open (style: red background)
 - Closed (style: green background)
 - Decision required (style: orange background)
- Action: description of the item, short and nice. If large explanation is needed create a dedicated page to keep the action item list easy to browse.

Hints:

- sub-divide actions when there are multiple aspects/angles/things to do/achieve.
- use color coding to easily visually see where we are at. This list will become large.

From team broadcast

Some info rescued from the old / deprecated team broadcast page


- Presentation



FM antenna with VU meter at OHM2013

(https://ackspace.nl/w/images/6/68/20151024_SHA2017_Radio_presentation.pdf) as presented at the SHA2017 kick-off meeting_20151024

Meetings

All meetings (so far) are held via mumble No meetings planned. Look at the PastMeetings page, or  add a meeting here.

AV rental recommendations

- Red: no bid or disqualified until further notice.
- Orange: Stalled in process, needs attention.
- Green: In process, not done.
- Light blue: received quotation to work on.

Onyx Entertainment (http://www.onyx-entertainment.nl/)	Vision	info@onyxav.nl	<ul style="list-style-type: none">■ Quotation sent (March 18)■ Quotations received with questions (March 22)■ Answer send.

			Quotations need processing.
TSR Almere (http://www.tsr-online.nl/)	Vision	info@tsr-online.nl	<ul style="list-style-type: none"> ■ Quotation sent (March 18) ■ Has questions, wants a call (March 21) ■ Replied with proposal to start a call (March 31)
Phoxit Professional AV productions (http://www.phoxit.nl/)	Bix	steven@phoxit.nl	<ul style="list-style-type: none"> ■ Mail delivery failed (no RDNS set) ■ Solved by using private Gmail account for sending (March 18) ■ Reply with questions (March 19) ■ Answered questions (March 31) ■ Quotation end of week of April 2) ■ Received quotation April 7
Spyker Sound (http://www.spykersound.nl/)	Mack	info@spykersound.nl	<ul style="list-style-type: none"> ■ Waiting for final contract
			<ul style="list-style-type: none"> ■ Mail

<div> <div>heuvelman</div> <div>(http://www.heuvelman.nl/)</div> </div>	Vision	info@heuvelman.nl	<div> <div>delivery failed. (no RDNS set)</div> <ul style="list-style-type: none"> Solved by using private Gmail account for sending (March 18) Has questions, wants a call (March 20) </div>
<div> <div>Pro Acoustic</div> <div>(http://www.proacoustic.nl/)</div> </div>	Vision	info@proacoustic.nl	<ul style="list-style-type: none"> Quotation sent (March 18) Received request for a quotation, to be continued. Answered questions about the quotations (March 30)
<div> <div>NFGD</div> <div>(http://www.nfgd.nl/)</div> </div>	Bix	info@nfgd.nl	<ul style="list-style-type: none"> Quotation request sent (March 31) Received request for info (April 3) Received request for info (April 11) MIA after responding that having one NFGD engineer per track for the

			whole event might make them too expensive
Big Bang Showproductions (http://www.bigbangshow.nl/) (used for ohm2013)	Vision	info@bigbangshow.nl	<ul style="list-style-type: none"> ■ Quotation sent (March 18) ■ Has questions, wants a call (March 23) ■ Replied with answers (not final) (March 31)
SR Licht en Geluid (http://www.srlichtengeluid.nl/)	Dave_o	info@srlichtengeluid.nl	<ul style="list-style-type: none"> ■ Quotation sent (March 18) ■ Answer with questions (March 19) ■ Answered and offered a date for a call (March 31) ■ Received quotation April 13
Pro Facilities Drachten (http://www.profacilities.nl/)	Vision	post@profacilities.nl	<ul style="list-style-type: none"> ■ Quotation sent (March 18) ■ No bid
			<ul style="list-style-type: none"> ■ Mail delivery failed. (access denied:

Purple Group (http://www.purplegroup.nl/)	Vision	info@purplegroup.nl	RCPT TO failure) <ul style="list-style-type: none"> Solved by using private Gmail account for sending (March 18) MIA (March 31)
Diamond Sound Systems (http://diamondsound.nl/)	Vision	info@diamondsound.nl	<ul style="list-style-type: none"> Quotation sent (March 18) MIA (March 31)
Aveco (http://www.avecolichtengeluid.nl/)	Vision	info@avecolichtengeluid.nl	<ul style="list-style-type: none"> Quotation sent (March 18) MIA (March 31)
Rent-All (http://www.rentall.eu/nl/)	Vision	http://www.rentall.eu/nl/contact/contact.html (form)	<ul style="list-style-type: none"> Post submitted to request for an e-mail address (March 18) MIA (March 31)

AV rental FAQ

Does the tent have a fixed floor or are we working on soft ground?	To be answered by PL	Pro Acoustic	Vision
What is the exact build-up time and tier-down period for A/V?	To be answered by PL	Multiple	Vision
What type of tent is being used?	To be answered by PL	Multiple	Vision
Is the tent capable of flying gear? If yes, weight limit and can we make the 20m span?	To be answered by PL	Multilpe	Vision
Is the tent light distributing or darkened?	To be answered by PL	Multiple	Vision
What are the tent dimensions?	Track 1 & 2 32x40m, 7m high, 2.4m at sides. Track 3 32x20, same dimensions rest.	Phoxit	Bix
Do we want additional lighting in track 3? The tent is that big, it could be beneficial.	Add as optional item to quote.	Phoxit	Bix
Do we provide emergency lighting?	No	Phoxit	Vision / Bix
Is front lighting the beamer mandatory?	No, but we *think* it is cheaper and less intrusive having the podium not moved into the tent.	Phoxit	Bix
Do we want preview screens for the presenter?	No	Phoxit	Bix
Do we want speaker timers?	No	Phoxit	Bix
Do we want DJ setup and extra lighting in the tent with subs?	No	Phoxit	Bix
Does the 2nd radio studio also need headphone amps?	Yes, each headphone requires seperate volume control.	R&S	PsychiC
Do we want to use an Orban Optimod as a "phatmaker"? There are some conditions attached.	No, I'm sure Petzl can hook us up and set up audio processing.	Phoxit	PsychiC
Are the mixer desk channels (16 and 8 channels) mono or stereo channels?	Requested mixing desks are stereo. We have enough mono mixers avail.	Phoxit	PsychiC
Do we really want 20 *stereo* DI boxes? Is there an option to perhaps do this differently (using "trafosloffen" where possible)?	No, Need for seperate devices due dispersed placement. Line levels. I/O Cinch 6.3mm	Phoxit	PsychiC
Does each headphone need a separate volume knob?	Yes, each headphone requires seperate volume control.	Phoxit	PsychiC
Do we need 4xUPS capacity or 4 UPS'es	We need 4 UPS'es. Radio requires 1 of these.	Phoxit	Bix/PsychiC

Productiehuis on-site planning

Productiehuis:On-site planning

Productiehuis:Multiple stage templates

From SHA2017

Contents

- 1 Generic stage utilities
 - 1.1 Generic Gear list
- 2 Stage up to 100 people
 - 2.1 Stage_100 Gear list
- 3 Stage up to 400 people
 - 3.1 Stage_400 Gear list
- 4 Stage up to 1000 people
 - 4.1 Stage_1000 Gear list

Generic stage utilities

The following list is usable for any stage, regardless of size.

More specifically sized Gear lists are listed below.

Generic Gear list

Headset (on stage) wireless	1	Samson Stage XPD1 (or similar)	60	Presenter headset	rent or c3voc	Frequency check
Handheld wireless microphone	1	tbd	60	Announcer microphone and questions from the internet	rent or c3voc	Frequency check
Wireless microphone receivers	2	tbd	included in rental for microphone	Wireless microphones	rent or c3voc	Frequency check
XLR cables for microphones and equipment	20meters in various pieces	tbd	2/length	Wireless microphones	rent or c3voc	n/a
dual XLR to stereo 3.5mm jack cables	1	tbd	2?/length	Audio from presenter laptop as audio input to mixer	rent	n/a
				Able to connect any resolution as input		

Video upscaler/normalizer with dual output	1	tbd	250 (hdmi <> sdi (2x) + vga to hdmi)	to one normalized resolution for both the beamer input as the input to the framegrabber.	rent or c3voc	n/a
HDMI cable for presenter laptop	1x 10m (high quality)	tbd	tbd	Hooking up presenter laptop to Video upscaler/normalizer.	buy	n/a
Mini-HDMI to HDMI cable	1	tbd	tbd	Media conversion	buy	n/a
Mini-HDMI to HDMI converter	1	tbd	tbd	Media conversion	buy	n/a
Micro-HDMI to HDMI converter	1	tbd	tbd	Media conversion	buy	n/a
Mini displayport to HDMI converter	1	tbd	tbd	Media conversion	buy	n/a
Displayport to HDMI converter	1	tbd	tbd	Media conversion	buy	n/a
Video mixer	1	Voctomix core	tbd	Mixing camera and presenter streams (core)	c3voc	n/a
Video mixer	1	Voctromix GUI	tbd	Mixing camera and presenter streams (GUI)	c3voc	n/a
Camera	1	tbd	80 (with SDI output)	One on presenter close-up, one wide shot	c3voc	n/a
Camera cables	1x 50 meter	tbd	10 (stelpost)	One on presenter close-up	c3voc	n/a
Simple screen for Raspberry Pi	1	tbd	35	See the Raspberry Pi screen	buy or rent	n/a
Raspberry Pi kit	1	Raspberry Pi, power adapter, SD card, HDMI to DVI cable, keyboard and mouse and HDMI Splitter (1x IN, 2x OUT)	tbd	Receive and control ambient sound from a SHA2017 central source and video content showing schedule current schedule (input from Content)	buy	n/a
dual mono Jack to stereo 3.5mm jack	1	tbd	tbd	Audio from laptop or Raspberry Pi into	buy	n/a

cables				the mixer		
Audio mixer 6 channels (of which 2 in stereo) and dual output	1	tbd	50	Audio mixer with master output to audio set and separate monitoring output for streaming/recording	rent or c3voc	n/a
Cables from mixer to stream and recording input	Undefined cable type	tbd	tbd	Audio mixer with master output to audio set and separate monitoring output for streaming/recording	rent or c3voc	n/a
Power cables 240V	Lots of power cables (extension cables)	tbd	100 (paar haspels, wat blokken en wat verlengkabels, stelpost, estimate)	Because of power	rent	n/a
Beamer Full HD	1	tbd	500-1500 (dependent on lumen/throw distance)	Show presenter laptop	rent, but ask via User.Stitch for rainbow island beamers	n/a
HDMI source selector two sources	1	tbd	tbd	Source 1: Presenter laptop. Source 2: Raspberry Pi showing schedule	rent	n/a
Video network gear	1	tbd	tbd	Video network gear from c2voc to work with streamers/recorders	ask NOC or c3voc	n/a
DI box	2	tbd	10 each (depends on which interfaces required)	galvanic isolation	rent or c3voc	n/a

Stage up to 100 people

The following list is for stages up to: 100 people

Usage: take the #Generic stage utilities and add the following items.

Stage_100 Gear list

Amplifiers for speaker system	300Watt output	tbd	50	To power the speakers in a tent	rent	n/a
Speakers and speaker cables	300 Watts	tbd	15/3 each	To ensure the sound is carried	rent	n/a
Flood lights for stage	2x 1000Watt or LED equivalent	tbd	15/each	To brighten the stage and recording.	rent	n/a
Color LED lights	4x 500Watt or LED equivalent	tbd	15/each	Stand-alone LED lights to brighten up the stage	rent	n/a
Projection screen (3m by 2m)	1	tbd	60	To project on	rent	n/a

Stage up to 400 people

The following list is for stages up to: 400 people

Usage: take the #Generic stage utilities and add the following items.

Stage_400 Gear list

Amplifiers for speaker system	1000 Watt output	tbd	50	To power the speakers in a tent	rent	n/a
Speakers and speaker cables	1000 Watts	tbd	15/3 each	To ensure the sound is carried	rent	n/a
Flood lights for stage	4x 1000Watt or LED equivalent	tbd	15/each	To brighten the stage and recording.	rent	n/a
Color LED lights	8x 500Watt or LED equivalent	tbd	15/each	Stand-alone LED lights to brighten up the stage	rent	n/a
DMX Dimmer for flood lights	1	tbd	50	To power the flood lights with DMX	rent	n/a
DMX cables	100meters	tbd	2 each (10m)	DMX control cables	rent	n/a
Wired microphone	1	tbd	10	Questions from the audience	rent or c3voc	n/a
Camera	+1	tbd	80	One on presenter close-up, one wide shot	c3voc	n/a
Camera cables	+1x 50 meter	tbd	10 (stelpost)	One on presenter close-up, one wide shot	c3voc	n/a
Multi-cord cable	50 meter	tbd	tbd	Multi-cord cable to hook up mixer with stage inputs and outputs	rent	n/a
Winch/elevator and straps	4	tbd	30/7 (average)	To elevate the trusses for the backdrop and lights front of podium	rent	n/a
Truss	2x 10 meters	truss	50 (10m)	To elevate the backdrop and lights front of podium	rent	n/a
Projection screen (5m by 3m)	1	tbd	200	To project on	rent	n/a

Stage up to 1000 people

The following list is for stages up to: 1000 people

Usage: take the #Generic stage utilities and add the following items.

Stage_1000 Gear list

Handheld wireless microphone	+1	tbd	tbd	Announcer microphone and questions from the internet	rent or c3voc	Frequency check
Wireless microphone receivers	+1	tbd	tbd	Wireless microphones	rent or c3voc	Frequency check
Amplifiers for speaker system	2000Watt output	tbd	tbd	To power the speakers in a tent	rent	n/a
Speakers and speaker cables	2000 Watts	tbd	tbd	To ensure the sound is carried	rent	n/a
Flood lights for stage	8x 1000Watt or LED equivalent	tbd	tbd	To brighten the stage and recording.	rent	n/a
Color LED lights	12x 500Watt or LED equivalent	tbd	tbd	Stand-alone LED lights to brighten up the stage	rent	n/a
DMX Dimmer for flood lights	1	tbd	tbd	To power the flood lights with DMX	rent	n/a
DMX cables	150meters	tbd	tbd	DMX control cables	rent	n/a
Wired microphone	2	tbd	tbd	Questions from the audience	rent or c3voc	n/a
Camera	+1	tbd	tbd	One on presenter close-up, one wide shot	c3voc	n/a
Camera cables	+2x 50 meter	tbd	tbd	One on presenter close-up, one wide shot	c3voc	n/a
Multi-cord cable	80 meter	tbd	tbd	Multi-cord cable to hook up mixer with stage inputs and outputs	rent	n/a
Winch/elevator and straps	4	tbd	tbd	To elevate the trusses for the backdrop and lights front of podium	rent	n/a
Truss	2x 20 meters	truss	tbd	To elevate the backdrop and lights front of podium	rent	n/a
Projection screen (8m by 5m)	1	tbd	tbd	To project on	rent	n/a

Sites used for guestimating rental prices: - <https://www.leeborent.nl/> - <https://www.musicandproductions.nl/verhuur/> - <https://www.lichtgeluidoostzaan.nl/> - <http://www.tela.nl/> - <https://budgetcam.nl/>

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Productiehuis:Budget spent

From SHA2017

Category	Budget in	Budget out
Budget from Projectleiding	50.000	
AV and lighting for 3 stage tents		45.000
Broadcasting license (Commissariaat voor de Media)		0
FM license (Agentschap Telecom)		310
BUMA/STEMRA (radio and streaming of music)		< EUR 250
"Datacenter" cooling		400
Lamps loaner beamers (3x)		390
Beamer screens		2x 15
Black plastic, 1 roll		25
Video mixer / SDI amplifier		603,40
Various supplies for Radio studio like bins, boom arms, compressor rental		approx EUR 300)
Shipping C3VOC to SHA from Hamburg and back		955
Additional budget for Explody	1000	
Explody facility		871,20
Radio: optimod-tv		250,00
Total	51.000,00	49384.6
Diff (to spend)	1615.4	

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